

Naperville Park District
2012 CoRec Dodgeball Rules

1. All participants must be at least 18 years old. Teams may be all male, all female or co-ed.
2. Rosters must be turned into the scorekeeper before the first scheduled game. Roster maximum is 12. No change will be allowed to rosters after the fifth regular season game, except in the case of injury. A doctor's note will be required.
3. All players must sign the waiver/roster before they are allowed to play. Proof of residency must be attached to the signed waiver. There is a \$20 fee for non-resident players.
4. Once a player's name appears on a roster, that player will not be allowed to play on another Naperville Park District dodgeball team.
5. Teams are responsible for the conduct of their spectators. Children should be supervised throughout the game and should not be allowed to run around the facility!!!
6. Forfeit time is game time. Four eligible players must be on the court by the time the referee sounds the signal to start the game. The opposing team does not have the right to waive the rule. Once a fifth or sixth player arrives, they will not be allowed to enter until the start of the next game or during a time out.
7. The game starts with the court monitor saying, "Captains ready, Go!"
8. The ball is live until it hits something (ground, another ball, the wall, person).
9. You cannot get hit in the head at anytime or any point. You are still in the game if hit in the head. **Note: If a player ducks or moves to a position with their head lower than normal, i.e crouching or kneeling and this is clearly the cause for being hit above the shoulders, the player is out and the throw is considered legal.**
10. To begin each game, teams line up on the endline and go for the 3 balls to their right at the start of the game. At that point, players grabbing a ball must retreat and take the ball behind the attack line before the initial throw.
11. If you are holding a ball and it becomes dislodged (knocked out of your hand by another ball) you are out. You may drop a ball intentionally to catch another ball.
12. You can use a ball to deflect other balls thrown at you.
13. Games are 5 minutes long. There are 9 games per match. Switch ends after each game. **All 9 games will be played and will be counted in case of ties at the end of the season.**
14. To retrieve a ball outside the boundaries you must exit through the end-line and must re-enter through the end-line. You cannot get hit while retrieving a ball outside the playing area.
15. **It is illegal to squish the Dodgeball before throwing. This damages the balls.** Penalty: warning then ejection.
16. Each team has 15 seconds to throw the ball. This will prevent stalling.
17. If a team has all 6 balls on their side of the court they have 5 seconds to get rid of at least one ball.
18. You must stay inbounds. **A foot or hand completely over the side or center line is considered out of bounds.** You cannot go outside the lines to avoid getting hit. *Note: During the "opening rush", many players will cross the centerline. Officials should refrain from calling a player out unless a definite advantage is gained by the action.*
19. If an opponent catches a thrown ball that is live, the thrower is out.
20. Each team is allowed one 30- second timeout per game. They may substitute a player from their own team who has not played in that game.
21. If the score is tied at the end of 5 minutes there is a one-minute overtime. Only the participants still in the game may play. If the score is still tied then the game goes to sudden death and any player who is knocked out loses that game.
22. **Playoffs will be seeded based on final regular-season match results. Ties will be broken based on 1. Total Games Won 2. Head-to head competition between tied teams; 3. Results against teams that finished higher in standings, and 4. Coin toss. EXCEPTION: Any team that forfeits a match this season automatically loses all ties.**
23. Above all the game is run on the honor system. Participants need to be honest. Participants should make all calls themselves. If there is a major dispute the court monitor must settle it. The court monitor has the final say on all plays. HAVE FUN!!!